Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Abandoned Air Temple

Land

This land enters tapped unless you control a basic land.
{T}: Add {W}.
{3}{W}, {T}: Put a +1/+1 counter on each creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent Bishop, Man in Black (2)(W)

Legendary Creature -- Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Agent Bishop, Man in Black (2)(W)

Legendary Creature -- Human Soldier

At the beginning of combat on your turn, put a +1/+1 counter on each of up to two target creatures.

1/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Boseiju, Who Endures

Legendary Land

{T}: Add {G}.
Channel -- {1}{G}, Discard this card: Destroy target artifact, enchantment, or nonbasic land an opponent controls. That player may search their library for a land card with a basic land type, put it onto the battlefield, then shuffle. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Brawler (G)(W)

Creature -- Elemental Warrior

Trample
This creature enters with two +1/+1 counters on it.
Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Brawler (G)(W)

Creature -- Elemental Warrior

Trample
This creature enters with two +1/+1 counters on it.
Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Botanical Brawler (G)(W)

Creature -- Elemental Warrior

Trample
This creature enters with two +1/+1 counters on it.
Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Botanical Brawler {G}{W}

Creature -- Elemental Warrior

Trample
This creature enters with two +1/+1 counters on it.
Whenever one or more +1/+1 counters are put on another permanent you control, if it's the first time +1/+1 counters have been put on that permanent this turn, put a +1/+1 counter on this creature.

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Branchloft Pathway

Land

{T}: Add {G}.

- - - BACK FACE - - -

Boulderloft Pathway

Land

{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Brushland

Land

{T}: Add {C}.
{T}: Add {G} or {W}. This land deals 1 damage to you.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Playtest cards - Ein_nichts - Pioneer (Crew3 2026 Savior of Pioneer Qualifier #3 - Webcam) sheet 2/10 - 8 cards - 2.5 x 3.5 in each

CUT GUIDE (print at 100%, US Letter landscape, 0.5 in margins): follow the dashed lines. vertical cuts at 0.5", 3", 5.5", 8", 10.5" from the left edge; horizontal cuts at 0.5", 4", 7.5" from the top edge. Every piece is a standard 2.5 x 3.5 in card; sleeve over a basic land for play.

District Mascot {G}

Creature -- Dog Mount

This creature enters with a +1/+1 counter on it.
{1}{G}, Remove two +1/+1 counters from this creature: Destroy target artifact.
Whenever this creature attacks while saddled, put a +1/+1 counter on it.
Saddle 1

0/0

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromoka's Command {G}{W}

Instant

Choose two --
* Prevent all damage target instant or sorcery spell would deal this turn.
* Target player sacrifices an enchantment of their choice.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature you don't control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Eiganjo, Seat of the Empire

Legendary Land

{T}: Add {W}.
Channel -- {2}{W}, Discard this card: It deals 4 damage to target attacking or blocking creature. This ability costs {1} less to activate for each legendary creature you control.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Forest

Basic Land -- Forest

({T}: Add {G}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales {G}

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales {G}

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Hardened Scales {G}

Enchantment

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Hardened Scales {G}

Enchantment

If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Innkeeper's Talent {1}{G}

Enchantment -- Class

(Gain the next level as a sorcery to add its ability.)
At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.
{G}: Level 2
Permanents you control with counters on them have ward {1}.
{3}{G}: Level 3
If you would put one or more counters on a permanent or player, put twice that many of each of those kinds of counters on that permanent or player instead.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luminarch Aspirant {1}{W}

Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Luminarch Aspirant {1}{W}

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Creature -- Human Cleric

At the beginning of combat on your turn, put a +1/+1 counter on target creature you control.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Weirdness to 11 {1}{G}

Legendary Creature -- Mutant Ninja Turtle

When Michelangelo enters, create a Mutagen token. (It's an artifact with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")
If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Michelangelo, Weirdness to 11 {1}{G}

Legendary Creature -- Mutant Ninja Turtle

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If one or more +1/+1 counters would be put on a creature you control, that many plus one +1/+1 counters are put on it instead.

1/1

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Mikey & Leo, Chaos & Order {G/W}{G/W}

Legendary Creature -- Mutant Ninja Turtle

Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mikey & Leo, Chaos & Order {G/W}{G/W}

Legendary Creature -- Mutant Ninja Turtle

Whenever you put a counter on a creature you control, draw a card. This ability triggers only once each turn.

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutagen Man, Living Ooze {X}{G}{G}

Legendary Creature -- Ooze Mutant

Trample
Activated abilities of artifact tokens you control cost {1} less to activate.
When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Mutagen Man, Living Ooze {X}{G}{G}

Legendary Creature -- Ooze Mutant

Trample
Activated abilities of artifact tokens you control cost {1} less to activate.
When Mutagen Man enters, create X Mutagen tokens. (They're artifacts with "{1}, {T}, Sacrifice this token: Put a +1/+1 counter on target creature. Activate only as a sorcery.")

2/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Ouroboroid {2}{G}{G}

Creature -- Plant Wurm

At the beginning of combat on your turn, put X +1/+1 counters on each creature you control, where X is this creature's power.

1/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Recruit {G}

Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
Trample
Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pawpatch Recruit {G}

Creature -- Rabbit Warrior

Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
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Offspring {2} (You may pay an additional {2} as you cast this spell. If you do, when this creature enters, create a 1/1 token copy of it.)
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Whenever a creature you control becomes the target of a spell or ability an opponent controls, put a +1/+1 counter on target creature you control other than that creature.

2/1

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Pelt Collector (G)

Creature -- Elf Warrior

Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.
As long as this creature has three or more +1/+1 counters on it, it has trample.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pelt Collector (G)

Creature -- Elf Warrior

Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.
As long as this creature has three or more +1/+1 counters on it, it has trample.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

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Creature -- Elf Warrior

Whenever another creature you control enters or dies, if that creature's power is greater than this creature's, put a +1/+1 counter on this creature.
As long as this creature has three or more +1/+1 counters on it, it has trample.

1/1

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Plains

Basic Land -- Plains

({T}: Add {W}.)

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

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Razorverge Thicket

Land

This land enters tapped unless you control two or fewer other lands.
{T}: Add {G} or {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

This spell costs {1} less to cast if you control a Turtle.
Put a +1/+1 counter on target creature you control. It gains trample, hexproof, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

This spell costs {1} less to cast if you control a Turtle.
Put a +1/+1 counter on target creature you control. It gains trample, hexproof, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Saved by the Shell {1}{G}

Instant

This spell costs {1} less to cast if you control a Turtle.
Put a +1/+1 counter on target creature you control. It gains trample, hexproof, and indestructible until end of turn.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sejiri Shelter {1}{W}

Instant

Target creature you control gains protection from the color of your choice until end of turn.

- - - BACK FACE - - -

Sejiri Glacier

Land

This land enters tapped.
{T}: Add {W}.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Sentinel of the Nameless City {2}{G}

Creature -- Merfolk Warrior Scout

Vigilance
Whenever this creature enters or attacks, create a Map token. (It's an artifact with "{1}, {T}, Sacrifice this token: Target creature you control explores. Activate only as a sorcery.")

3/4

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

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Temple Garden

Land -- Forest Plains

({T}: Add {G} or {W}.)
As this land enters, you may pay 2 life. If you don't, it enters tapped.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Ozolith {1}

Legendary Artifact

Whenever a creature you control leaves the battlefield, if it had counters on it, put those counters on The Ozolith.
At the beginning of combat on your turn, if The Ozolith has counters on it, you may move all counters from The Ozolith onto target creature.

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Emperor {2}{W}{W}

Legendary Planeswalker

Flash
As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.
[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.
[-1]: Create a 2/2 white Samurai creature token with vigilance.
[-2]: Exile target tapped creature. You gain 2 life.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

The Wandering Emperor {2}{W}{W}

Legendary Planeswalker

Flash
As long as The Wandering Emperor entered this turn, you may activate her loyalty abilities any time you could cast an instant.
[+1]: Put a +1/+1 counter on up to one target creature. It gains first strike until end of turn.
[-1]: Create a 2/2 white Samurai creature token with vigilance.
[-2]: Exile target tapped creature. You gain 2 life.

L 3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Containment Priest {1}{W}

Creature -- Human Cleric

Flash
If a nontoken creature would enter and it wasn't cast, exile it instead.

[sideboard]

2/2

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromoka's Command {G}{W}

Instant

Choose two --
* Prevent all damage target instant or sorcery spell would deal this turn.
* Target player sacrifices an enchantment of their choice.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature you don't control.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Dromoka's Command {G}{W}

Instant

Choose two --
* Prevent all damage target instant or sorcery spell would deal this turn.
* Target player sacrifices an enchantment of their choice.
* Put a +1/+1 counter on target creature.
* Target creature you control fights target creature you don't control.

[sideboard]

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Elspeth's Smite {W}

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Elspeth's Smite {W}

Instant

Elspeth's Smite deals 3 damage to target attacking or blocking creature. If that creature would die this turn, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fight as One {W}

Instant

Choose one or both --
* Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
* Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Fight as One {W}

Instant

Choose one or both --
* Target Human creature you control gets +1/+1 and gains indestructible until end of turn.
* Target non-Human creature you control gets +1/+1 and gains indestructible until end of turn.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garruk's Harbinger {1}{G}{G}

Creature -- Beast

Hexproof from black
Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Garruk's Harbinger {1}{G}{G}

Creature -- Beast

Hexproof from black
Whenever this creature deals combat damage to a player or planeswalker, look at that many cards from the top of your library. You may reveal a creature card or Garruk planeswalker card from among them and put it into your hand. Put the rest on the bottom of your library in a random order.

[sideboard]

4/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Kutzil, Malamet Exemplar {1}{G}{W}

Legendary Creature -- Cat Warrior

Your opponents can't cast spells during your turn.
Whenever one or more creatures you control each with power greater than its base power deals combat damage to a player, draw a card.

[sideboard]

3/3

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Pick Your Poison {G}

Sorcery

Choose one --
* Each opponent sacrifices an artifact of their choice.
* Each opponent sacrifices an enchantment of their choice.
* Each opponent sacrifices a creature with flying of their choice.

[sideboard]

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Rest in Peace 1W

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1W

Enchantment

When this enchantment enters, exile all graveyards.
If a card or token would be put into a graveyard from anywhere, exile it instead.

[sideboard]

PLAYTEST CARD - NOT FOR TOURNAMENT PLAY botbox.dev

Rest in Peace 1W

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[sideboard]

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